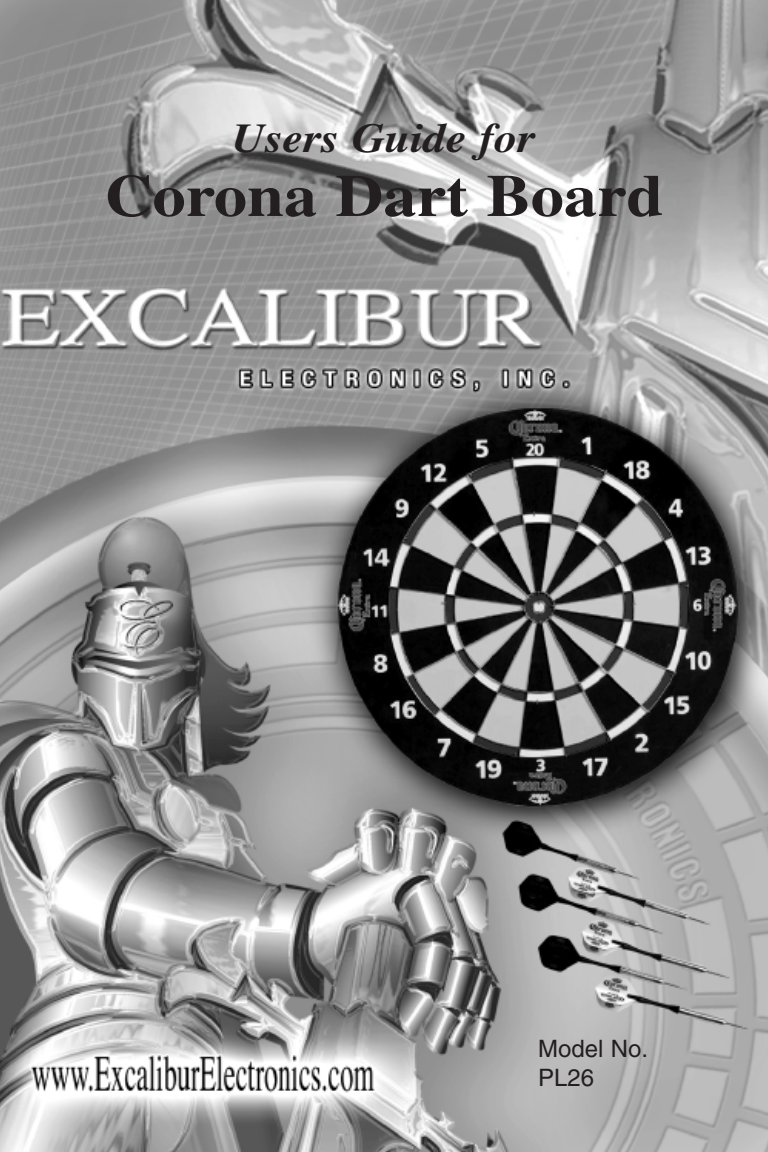
Users Guide for

Corona Dart Board

EXCALIBUR

ELECTRONICS, INC.



www.ExcaliburElectronics.com

Model No.
PL26

Congratulations on your purchase of Excalibur Electronics' Corona Dart Board. You and your friends will enjoy hours of challenging fun with this classic game.

Corona Dart Board is easy to use, but be sure to use it safely. Before starting, please read this manual thoroughly, especially noting safety, care and battery information. Keep this manual for reference.

This package includes one Corona Dart Board and six darts.

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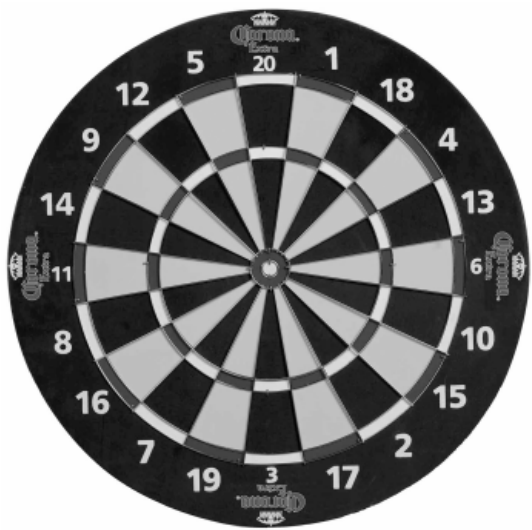
The legendary King Arthur brandished a magic sword, Excalibur, from which we take our company name. With this unique weapon in his hands, he could not be vanquished.

Although Excalibur Elec-tronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could.

We make you think.



Setting Up

To use your Corona Dart Board, hang it on your wall, the back of your door or anywhere you want to play darts.

In professional dart tournaments, the board is hung so the bull's eye is 5' 8" from the ground. The "toe line" (the official name for this line is the "oche," rhyming with "jockey"), behind which a player has to throw, is marked at 7' 9¼." For less formal competitions, you can approximate these distances.

The Rules of Darts

You can play darts by yourself or against an opponent. Two teams can also play against each other.

Each player takes a turn throwing. A "turn" consists of three darts thrown in succession. To determine who shoots first, a single dart can be thrown. The player landing closest to the bull's eye shoots first.

The yellow and black side is used by most dart players and in tournaments.

Landing a dart in any of the 20 numbered triangles earns the same number of points as that number. However, landing a dart in the doubles ring gives you double the points and landing a dart in the triples ring gives you triple the points. The center circle of the dart board is called the "bull's eye." It has an inner and outer ring. Landing a dart in the inner ring is worth 50 points. Landing a dart in the outer ring of the bull's eye is worth 25 points.

Many different dart games can be played. Below are three of the most popular.

Rules for 301 and 501

The most popular dart games are called "301" and "501." In both games, the basic principle is the subtraction of your score from the initial score of either 301 or 501, with the winner reducing his score to exactly zero. Here are the rules.

Before any score is counted, the player must begin by hitting a double. (Any double will do.) That means the player must land a dart between the two yellow lines on the outer perimeter of the board. Once a double has been thrown, that dart and all

subsequent darts will count toward reducing the score to zero.

The score is determined by subtracting the count of each dart from the initial score. Remember, the outer ring counts double, and the inner ring is worth triple points.

The winner must reduce his or her score to exactly zero and must "double out" in the process—a double must be hit on the final throw. For example, if the player has 32 left to reach zero, he or she must hit double 16. If a single 16 is scored, then the player must hit double 8 to score zero, and so on. Naturally, a player must be left with an even number in order to set up the winning double attempt.

This part of the game, known as "going out," is the most difficult stage. If you have two points left, you must hit a double-1 to bring the score down to zero. From 18 points, a double-9 would work. If you have an odd number left, then your first darts must reduce the score to an even number before you can throw a double. For instance, there is no possible double out from 21, so a way to finish would be to throw a single-1 first, reducing the score to 20. Then you can "go out" with the number 20 by throwing a double-10.

If the player scores more than the exact score needed, that particular turn does not count. And the player's score remains as it was prior to that turn. For example, if 16 is required and the player scores 17 (or totals 17 or more with his or her three darts), the score remains at 16. Likewise, since the final score must be a double, if 16 is totaled, the turn does not count and the score remains at 16. If 15 is totaled, the turn does not count either, since the player cannot double out on a single (one) score.

Rules for Cricket

Cricket uses only the numbers 15-20 and the bull's eye. Before any scoring is possible, a player must "open" one of these numbers by hitting it three times. (Doubles within the numbers count as two hits and triples as three hits. For the purpose of opening the bull's eye, the outer bull counts as a single, and the inner bull counts as a double.)

Once one player opens a number, he also "owns" it. That player scores the indicated number (including doubles and triples of this number) whenever he or she hits it—until the other player also hits the number three times to "close" the number (doubles and triples count as in opening). Once the number is closed, neither player earns points when landing anywhere on the number.

Each number must be opened before any scoring on that number is possible. Numbers can be opened or closed in any order. "Calling," or naming the number a player is shooting for, is not required.

A player wins when he or she opens ALL the 15-20 numbers first AND has the most points or is tied with his opponent.

If a player has opened all the 15-20 numbers first and is behind in points, he or she must continue to score on any numbers the opponent has not closed. This goes on until either the player catches up in points and wins, or the opponent has closed all the numbers 15-20 and wins.

90-Day Limited Warranty

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address show at right.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

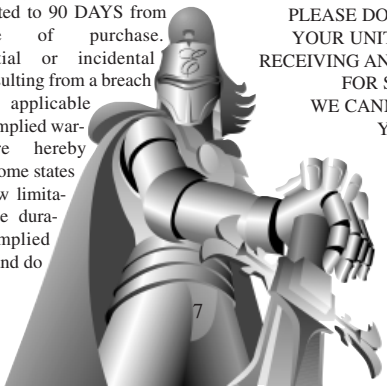
The only authorized service center in the United States is:

Excalibur Electronics, Inc.
13755 S.W. 119th Avenue
Miami, FL 33186 U.S.A.
Phone: (305) 477-8080
Fax: (305) 477-9516
www.ExcaliburElectronics.com

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton.

If your warranty had expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

PLEASE DO NOT SEND YOUR UNIT WITHOUT RECEIVING AN ESTIMATE FOR SERVICING. WE CANNOT STORE YOUR UNIT!



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